

Release Date: 2019

Genre: Tower Defense



Company

We are a passionate and experienced team of people with great love for our work and multiple released projects.

Sokoban Garden 2013
Grandpa's Table 2014
Marble Machine 2016



Contact

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About the game

TailQuest: Defense is a mix of tower defense with a 3D puzzle/exploration game. The idea is based around the classic tower defense mechanics: the player is gathering resources and building towers at strategic points around the map. Additionally, each level contains special hidden areas with puzzles, resources and additional items that can be used during the battle. It's possible to team-up with



Target audience

- People who like tower defense games (the market for those games is not oversaturated yet on consoles).
- People who like puzzle games.
- People who like to play cooperatively with a friend.

Released on

We want to release the game on all major platforms including:

- Nintendo Switch
- Playstation
- Xbox
- Steam

Main Goals



Players need to defend their home from the invasion. In order to accomplish that they will need to gather resources which they will use to build new towers and upgrade existing ones.



Dynamic split screen



Game features a cooperation mode for two players, which makes it a good fit for consoles. To give the players maximum freedom and comfort the dynamic split-screen has been implemented - players are sharing one view when they are close, and the view splits automatically when the distance between them is greater.



Additional mechanics



Besides tower management, there are other interesting activities for the players in the game. They can grow tomato-mines which can be placed strategically to act as the last defense effort, solve environmental puzzles to modify enemy's path or reach secret areas.



Secret areas



The game is also featuring exploration features. In each level there are couple of areas which are not available for the players from the beginning. To explore them, players will need to find a special keys, or solve logic puzzles.

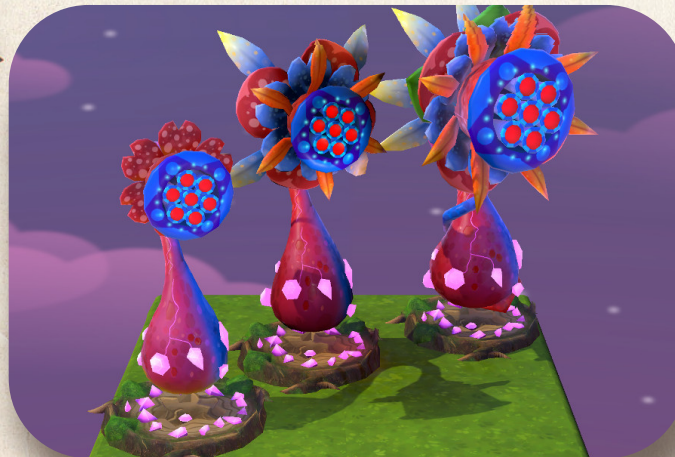


Towers



The goal of the game is to defend friendly Nimbers from the invasion of evil robots - Nands. To accomplish this goal the players needs to build red and blue towers. Every tower attacks enemies

in corresponding color. Player can also choose to use double color tower - which is able to attack every enemy but it's fire power is limited.



About US



We are a small team of three passionate people:

Jakub Grzesik - Game developer with 6 years of experience. Responsible for game design and programming.



Izabela Latak-Grzesik - A graphic designer specialized in 2D and 3D art as well as animation. Responsible for graphic and level design.

Ariel Manzur - Engine developer with 17 years of experience in engine design and porting, co-founder of the Godot Engine.

